

Year 4
Home Learning

Here are some topics which you can work from at home. All work can be recorded in a way you choose.

English	Maths	Physical	Science	Creative
Design your own Artic creature. Draw it and write a description about your creature. (Remember to think about your senses, what can you see, hear, smell etc.)	Create a timetable of your normal day using digital timings. Think about the time you get up, the time you clean your teeth, eat breakfast etc.	Create a gymnastics routine.	When you are having a bath/shower, where does the steam go? Draw a diagram to demonstrate this.	Make a musical instrument out of junk modelling.
Research and create a factual poster on a country of your choice.	Create a song for each of the times tables to perform. Use your times table facts to make sure you are secure on your 12 times table.	Create a warm up and cool down suitable for a gymnast. Find out about the muscles used.	Create a word search about different materials.	Make a polar exploration ship.
Write a diary entry of someone who is travelling through space to the moon.	Research Roman numerals to 100. Find out significant dates in your family and write them in Roman Numerals. E.g. birthdays of family members, significant celebrations in our calendar, anniversaries, etc.	Research a famous gymnast and write a short biography, including their achievements.	How many musical instruments can you find? How do they make a sound? (Percussion, wind, string etc.)	Find out what a polar explorer will wear on an expedition. Create a 3D piece of clothing or poster on what you find.
Write a poem about the Moon. Remember to include our poetic features.	Create a chart of temperatures over the week. What is the difference between the coldest day and the warmest day?	Create a balanced menu for a gymnast. What food will they need to remain fit and strong?	Go on a sound walk in the different rooms of your home. Listen to how many different sounds you can hear. Record the sound and room it is heard in.	Investigate how early explorers used an hourglass. Make one and record how long it lasts.

